



Maneuver Conference 2011: 21st Century Maneuver Training



*Fort Benning, Home of the
MCoE*



Maneuver Center of Excellence - Team of Soldiers, Families, and Civilians from the Best Army in the World

Future Operational Environment

Military Power in the 21st Century will be defined by our ability to **adapt**

Ambiguity

Location, Adversaries,
Context, Duration



Increased Competition



Rising powers, organized militias,
technology as a leveler

Adaptive, technologically enhanced threats



Threat Forces

Dynamic combinations of
conventional, irregular,
terrorist and criminal
capabilities

Pace of Change



Exponential, not Arithmetic

Decentralization

Networked Forces,
Dispersed Among
the People



" We now know more, but this makes us more, not less uncertain. The latest reports do not arrive all at once: they merely trickle in. They continually impinge on our decisions, and our mind must be permanently armed so to speak with them " Clausewitz On War

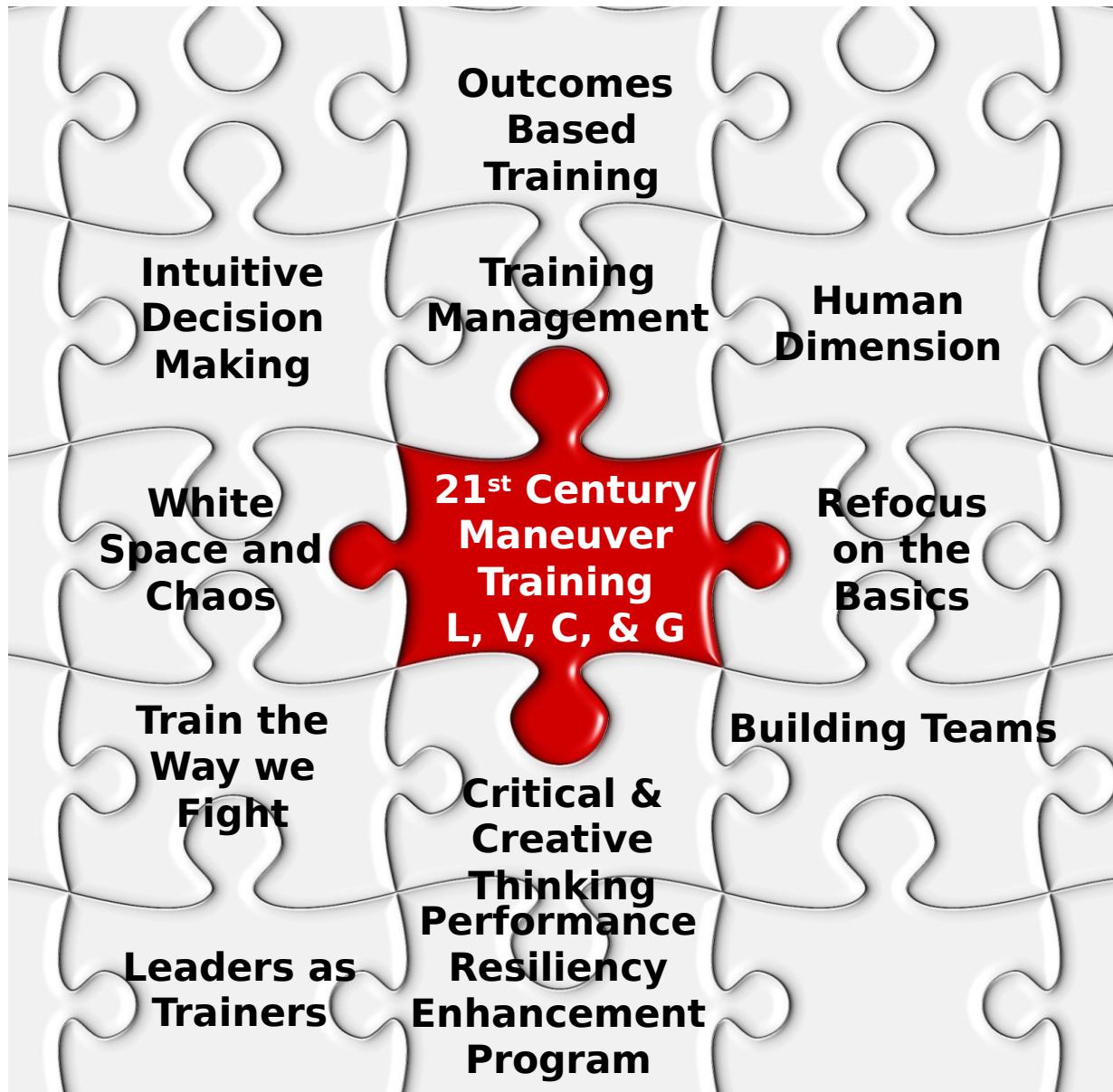
The Modern Fog of War



"War is the realm of uncertainty; three quarters of the factors on which action in war is based are wrapped in a fog of greater or lesser uncertainty. A sensitive and discriminating judgment is called for; a skilled intelligence to scent out the truth."



Pieces of the Training Puzzle



We Do **NOT** Train the Way We Fight



Predator

- Difficult to replicate the COE- Cannot get the complexity in one environment
- Complex environment- Fusion, HUMINT, SIGINT, Lethal and Non-lethal effects based targeting
- JIIM environment: Stove piped within organizations, Little to no interagency training prior to deployment or at CTC's. 100's of Enablers: for example, PRT's, USAID, DIA, FBI, CIA, SOF, ISR, HUMINT, SIGINT, PSYOPS, CA, and Joint Sensors.
- 90% of our time spent training 10% of what we use in combat.
- LIVE is still critical.
- Live, Virtual, Constructive, and Gaming—MUST be easier to develop, duplicate environment, and execute.



State Department



PRT's



FBI



DIA

A collage of various military training scenes. In the top left, a soldier is in the turret of a tank with the number '21-5-201' on its side. In the top center, a soldier is lying prone, aiming a rifle. In the top right, a soldier in full combat gear is shown in profile. In the middle right, two soldiers are walking down a road. In the bottom left, a soldier is working on a vehicle. In the bottom center, a helicopter is flying over a large explosion. In the bottom right, a tank is visible. The background is a mix of these images with a light, textured overlay.

Army Training in the 21st Century

Changes
NEXT EXIT ↗



Enable Commanders

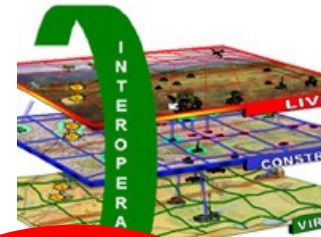
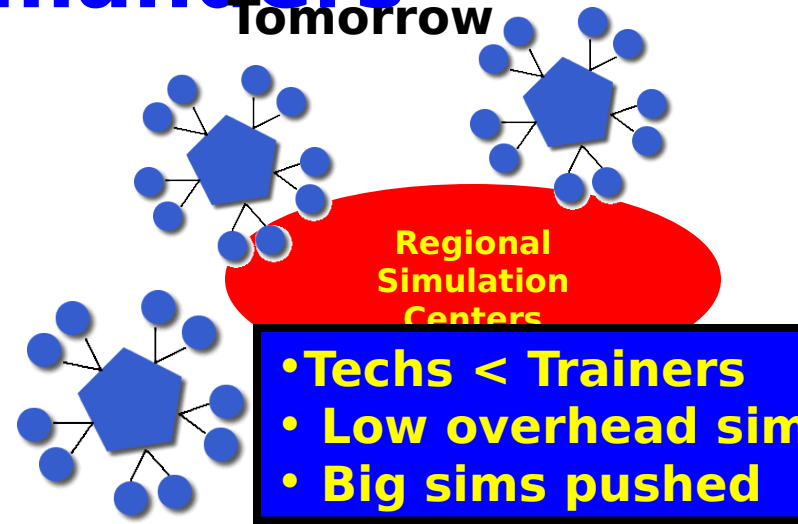
Today



Initiatives

- Techs > Trainers
- Full suites L, V, C, G
- Stovepiped
- No fair fight
- As required
- Live preferred

Tomorrow



Integrated Training Environment

- 24 X 7
- Incremental build
- World-wide
- Fair fight
- Credit for sims
- COTS/GOTs

Regional Collective Training Capability

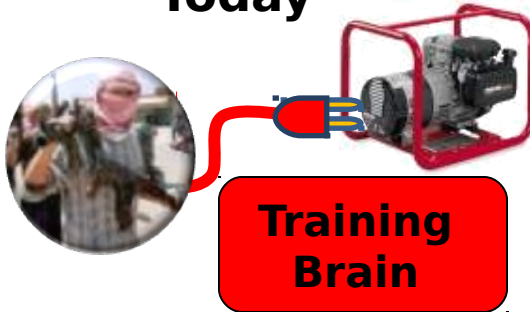
- < 250 miles
- 27 sites
- Tailored



Framework for Army Training and Education

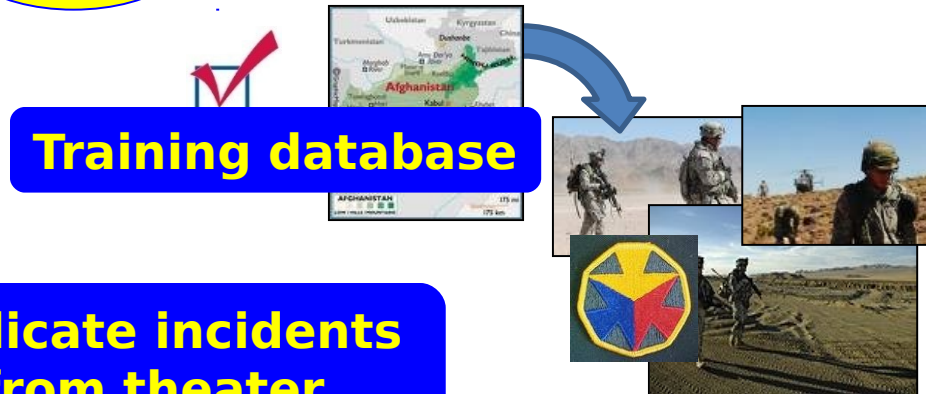
Today

Tomorrow



Op Env: PMESII-P ✓

Use & Reuse Common Framework of Scenarios ✓



Replicate incidents from theater ✓



Training Support Packages



Leverage Technology

Revise Concepts
every 2 yrs

- Acquisition: 5-7
yrs
- Org Design: 5
yrs

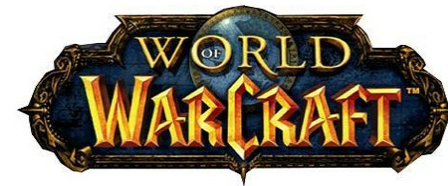
- *Doctrine,
Leader Dev, Unit
Training: 1-2 years*

CBAs,
Strategies,
Master Plans
& ICIDS



Testing &
Experimentati
on for Training
& Leader
Development

Virtual
Credit



Massive
Multiplayer
Online
Gaming



GOTS
& COTS



Virtual
Humans

Bringing a Blended Training Model to the

Blurring Lines Between Generating & Operating

Institution

CoE CCC Ldr Dev Ex
(VBS2)



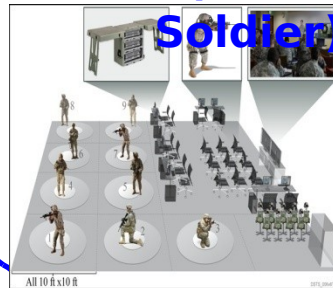
- CFoS & Training Brain
- Linking CoEs in virtual environment

Point-of-Need
Learning 24x7



- Persistent Learning Capability
- Performance Support Apps
- Goal Setting
- M4 Zero

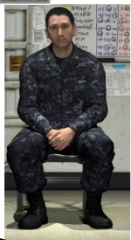
Immersive Squad
Trainer (Dismounted Soldier)



- Multiple repetitions
- Scalable complexity
- Replicate OE

Virtual
Humans

- Soldier issued avatar for virtual worlds
- Intelligent, interactive avatars



Virtual
Credit

- Marksmanship & Gunnery Training Strategies
- Gated Training Strategies (e.g. ...)



Massive
Multiplayer
Online
Gaming

Enhanced
Geosocial
Dynamic
Environmen



- Virtual world that replicates OE
- Allows for Human Dimension aspects
 - Culture
 - Group Dynamics
 - Human Networks



Blended Training Model

Live



Virtual



Repetition/Immersion



Construct



Gaming

VBS2